Try our affiliated browser extension - redirect to BreezeWiki automatically!

Hannu (TTRPG)

Search

Page theme default light dark

This open fan-fiction article was started by Adalwulf of Aedirn and Witcher190. Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgable enough and respect/do not delete what others wrote.

Witcher TTRPG Homebrew Collection

“The thick, perfumed ointments clogged my pores. The stiff, enchanted armor, though surprisingly lightweight, restricted movement and felt like a foreign shell strapped to my body. Speaking Hannuan through the glyphs was an exercise in frustration. The nuances of language—the hesitations, the inflections—were lost in the rigid translations. And don't even get me started on the fact that, as a secondary effect of the enchanted armor, almost every food tasted like chicken, or those jeweled sandals. How anyone could walk on sand in those things is beyond me.” — Putnam Pitch, Griffin School Witcher, recounting his time disguised as a Mazoi during the 1283 Sachs Expedition.

Contents

1. Hannu at a Glance
2. The Land & Climate
   2.1. Geography & Climate
   2.2. Architectural Marvels
   2.3. Fauna & Flora
3. Society & Culture
   3.1. Daily Life & The "Square Mindset"
   3.2. Hygiene & Appearance
   3.3. Non-Human Integration
   3.4. Gender & Minorities
4. Economy, Law & War
   4.1. Theocratic Bureaucracy
   4.2. Magic & The Priesthood

4.3. The Mazoi Order
4.4. The Economy
5. Regional Bestiary & Plot Hooks
5.1. Campaign Hooks
6. Notable Locations
7. Citizens & Factions of Interest
8. Items Native to the Region
8.1. Weaponry & Armor
8.1.1. The Hannuan Kopesh (Steel Sword)
8.1.2. Mazoi Runic Carapace (Medium Armor)
8.1.3. Currency & Gear
8.1.4. The Nefer-nub (Currency)
8.1.5. Hannuan Scented Ointment (Cosmetic/Survival Gear)

Hannu at a Glance

Region Details	
Status:	Great Dominion / Mage-Theocratic Empire
Borders:	South of the Nilfgaardian Empire (across the Sea of Hourglass), southeast of Western Barsa, southwest of Núchtetl.
Capital:	Zaru
Ruler:	The Menes (often called *Firaun-Hakimuns* or "God-Kings" by foreigners).
Language:	*Ra-en-Jifiteru* (Late Hannuan), *Mdju-Netjer* (Priestly), *Mdju-Ouaḥe* (Warrior), and various trade creoles.
Religion:	*Waw-at ny Netjeru* (The Way of the Gods). A highly centralized, complex polytheism obsessed with the balance between Order and Chaos.
Primary	Textiles, intricate jewelry, precious stones, gold, spicy wine,

Exports:	and the famous Hannuan *Kopesh*.

The Land & Climate

Geography & Climate

Hannu is a vast, arid desert country situated on a massive peninsula. The land is scorching during the day and freezing at night. Its survival is entirely dependent on the "Four Rivers" (Ayan-Iter/blue, Mersh-Iter/red, Ouōt-Iter/green, Nebu-Iter/golden) that carve fertile, micro-climate riverbanks through the dunes.

Architectural Marvels

Hannuan architecture is dominated by white, non-porous stone to reflect the desert heat. Buildings feature distinctive inverted-pyramid roofs designed to act as chimneys for heat and catch basins for rare rainfalls or river tsunamis. The landscape is dotted with massive, opulent Pyramids—underground necropolises built by successive Menes, filled with gold, marble, and lethal magical constructs.

Fauna & Flora

Away from the lush river oases (which grow date palms, grapes, and figs), the desert is harsh. It is home to sand vipers, fennec foxes, monitor lizards, dromedaries, and massive swarms of scorpions.

Society & Culture

Hannu boasts the oldest continuously existing human civilization on record, having arisen shortly after the First Conjunction.

Daily Life & The "Square Mindset"

Hannuans are highly traditional and obsessed with cosmic balance. Nilfgaardian merchants often joke that "In Hannu, time does not pass." Change happens incredibly slowly. They are cordial and hospitable, but can appear arrogant and fiercely judgmental to outsiders.

Hygiene & Appearance

Hygiene is a near-religious obsession. Men shave their entire bodies to prevent lice and disease. Both upper-class citizens and the elite Mazoi warriors wear elaborate wigs, heavy cosmetics, and use thick, perfumed ointments to protect their skin from the sun and mask odors.

Non-Human Integration

Unlike the racist North, Hannu integrated the surviving non-human civilizations of the Far South after conquering them centuries ago.

- **Vrans & Anoupians:** Reptilian Vrans and "Anoupians" (a dog-faced subspecies of kobold/knocker) live as equal citizens, peaking as regional governors (*Hems*). Some Hannuan gods even bear their animalistic features.
- **Elven Animosity:** Elves and pale-skinned foreigners face severe prejudice. This stems from ancient wars with the Golden Empire and brutal coastal raids by the *Aen Fomuire* (undersea elves who disguise themselves as sea monsters).

Gender & Minorities

Hannu is almost entirely egalitarian regarding gender, largely because magical potential (being a Source) does not discriminate by sex. However, sexual minorities (save for bisexuals, who are revered for walking the "middle path of balance") are violently persecuted as aberrations of the natural, life-creating order.

Economy, Law & War

Theocratic Bureaucracy

Hannu is ruled by the Menes, a demigod-king believed to be the reincarnated avatar of the chief god, Ousyr. However, succession has a semi-democratic failsafe: if a Menes' heir is not born a powerful "Source" (innately magical), the priesthood selects a new Source from the populace, triggering tense, politically dangerous interregnums.

Magic & The Priesthood

Magic is the exclusive, highly regulated domain of the priests. Concepts like "druid" or independent "mage" are highly illegal heresy. Children born as Sources are taken to temples and trained.

The Mazoi Order

Those Sources who manifest aggressive, martial magic are given to the Mazois. They are the Menes' elite intelligence service, monster hunters, and heavy infantry. They blend spellcasting with rune-inscribed armor and martial prowess to prevent the mental degradation common to untrained Sources.

The Economy

Hannu relies heavily on river trade. They do not use standard coins; their currency is the *Nefer-nub*, a triangular coin forged from an alloy of gold, tin, and pyrite. Spices are so rare in the desert that they were historically used as currency and are still kept in heavily guarded vaults to back the value of the *Nefer-nub*.

Regional Bestiary & Plot Hooks

The brutal desert and ancient ruins of Hannu breed monsters that cannot survive in the damp North.

- **Desert Terrors:** The sands hide Ammits (chimera-kin), Serpopards, Sphinxes, Bennu birds, and massive Arachnomorph colonies.
- **River Predators:** The sacred rivers are prowled by Medjeds and Aptus (giant, carnivorous fish), and semi-aquatic draconids like the Uraeus.
- **Cursed Undead:** The necropolises are guarded by Mummies (a unique midpoint between zombies and specters) and Desert Banshees. Earth and Fire Elementals spontaneously form at the intersections of Hannu's potent Ley Lines.

Campaign Hooks

- **The Interregnum Crisis:** The current Menes has died, and the Uérr-Maaús (High Priests) have selected a young peasant Source as the successor. The old royal family hires the players to smuggle the child out of the country,

claiming the priests plan to use the child as a puppet.
- **The Taremu Conspiracy:** In the Nilfgaardian trading colony of Taremu, a Nilfgaardian diplomat is found dead, killed by a Serpopard. The Imperial garrison prepares to retaliate against the locals, but the players discover the beast was smuggled in and unleashed by a rival Nilfgaardian trading guild.
- **Tomb of the Vran King:** A wealthy scholar from the *Beeb-en-Thot* library hires the party to delve into a pre-human Vran ruin buried beneath the Unholy Dunes. They must navigate ancient, collapsing traps and massive Arachnomorph nests to recover a tablet detailing the location of an untainted water aquifer.

Notable Locations

- **Zaru:** The glittering, white-stone capital city located at the mouth of the sacred rivers.
- **Taremu:** A highly lucrative Nilfgaardian coastal trading colony functioning as a special economic zone.
- **Beeb-en-Thot:** The "Lair of Thot," the premier private academy and library. Its most valuable texts are inscribed on solid bronze plates to survive fire and time.
- **The Tabhal Desert:** A seemingly endless, unmapped wasteland occupying the deep interior of the peninsula.

Citizens & Factions of Interest

- **The Menes:** The absolute monarch. The only individual legally permitted to practice polygamy (to ensure the continuation of the magical Source bloodline).
- **The Mazoi:** Elite, heavily perfumed, wig-wearing warrior-mages who utilize runic armor to hunt monsters and enforce the Menes' divine will.
- **The Uérr-Maaús (Greatest Seers):** The High Priests who run the bureaucratic and magical infrastructure of the Empire, constantly vying for control over the throne.

Items Native to the Region

Weaponry & Armor

The Hannuan Kopesh (Steel Sword)

"A beautifully brutal weapon. The blade extends straight before curving into a vicious sickle-shape. The Mazois use the inner curve to hook a shield or a monster's limb, pulling it out of the way before delivering a devastating, cleaving strike with the outer edge."

- **Type:** Slashing
- **WA:** +1
- **Availability:** Rare (Common in Hannu)
- **Damage (DMG):** 4d6
- **Reliability (Rel):** 15
- **Hands Required:** 1
- **Effect:** Bleed (25%), Grapple. (When making a disarm or trip attack, the wielder gains a +2 bonus due to the weapon's hooking design).
- **Weight:** 1.5 kg
- **Cost:** 650 Crowns

Mazoi Runic Carapace (Medium Armor)

"To a Northerner, it looks like ceremonial jewelry—stiff, overlapping plates inscribed with glowing Mdju-Netjer glyphs. But this armor is deeply enchanted, designed to translate speech, regulate the wearer's body temperature in the desert sun, and channel the chaotic magical energy of a Source into martial focus."

- **SP:** 14
- **EV:** 1
- **Availability:** Rare
- **Enhancement Slots (AE):** 1
- **Weight:** 8 kg
- **Cost:** 1,200 Crowns
- **Effect:** The armor is imbued with temperature-regulating magic, making the wearer immune to environmental heat penalties. Additionally, it grants a +1 bonus to Spellcasting checks while worn, but imparts a bizarre magical side-effect: all food consumed while wearing it tastes vaguely of roasted

poultry.

Currency & Gear

The Nefer-nub (Currency)

"A triangular coin forged of tin, pyrite, and gold. It lacks the standard weight of a Northern Crown, but in the Far South, this little triangle buys the favor of gods and men alike."

Effect: The standard currency of Hannu. Due to its unique shape and alloy, counterfeiting it without proper alchemical tools requires a DC 18 Forgery check.

Hannuan Scented Ointment (Cosmetic/Survival Gear)

"A thick, heavily perfumed paste kept in small alabaster jars. The Hannuans cake themselves in it to protect against the blistering sun and mask the scent of sweat, though the overwhelming floral smell can be suffocating to foreigners."

- **Weight:** 0.1 kg
- **Cost:** 20 Crowns
- **Effect:** When applied, the user ignores the effects of severe sunburn and gains a +1 bonus to Endurance checks made to resist exhaustion in desert environments for 8 hours. However, the heavy perfume imposes a -2 penalty to Stealth checks against creatures that rely on scent.

---

breezewiki

BreezeWiki source code

Documentation and more information

Chat / Bug reports / Feature requests

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from https://the-witcher-rpg.fandom.com/wiki/Hannu_(TTRPG). Text content is available under the CC-BY-SA license, see license info. Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc. BreezeWiki is not affiliated with Fandom.